
Subject: GDB/MINGW interface Bug fix
Posted by [omari](#) on Thu, 02 Apr 2015 07:35:56 GMT
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Hi,

for the first time, I can use MINGW/GDB to compile and debug my application without crash.

there is two buges behind this crash
please, consider the application of this patch:

1 - file ide/Debuggers/Gdb_MI2Gdb.cpp line 173, in function MIValue Gdb_MI2::ReadGdb(bool wait)

replace

```
dbg->Read(s);  
stringstream ss(s);
```

by

```
String stmp;  
do  
{  
    stmp = "";  
    dbg->Read(stmp);  
    s << stmp;  
} while(stmp.GetCount());  
stringstream ss(s);
```

read all available output from gdb process, because one call to `gdb->Read` return 1024 character max.

2 - file ide/Debuggers/MIValue.h/.cpp

replace "rval_" by "const &"

when theide is compiled with COMPILER_MSC, "rval_" is evaluated as "&" (it is the case for the binary distribution of theide i think)

then the priority of constructors is changed:in a call like this `MIValue v = MICmd("..."); MIValue(const String&)` is user by the compiler, instead of `MIValue(MIValue&)`. (the MIValue is converted to String, then the constructor is called with the String as param)

NB:

this is the summary of the following threads

patch Gdb_MI parser : <http://www.ultimatepp.org/forums/index.php?t=msg&th=9259&start=0&>

[BUG?] MIValue : <http://www.ultimatepp.org/forums/index.php?t=msg&th=9260&start=0&>

